

CLAIMS:

1. A method for streaming media from a streaming server to a streaming client via a transmission channel, wherein the method comprises:
 - 5 reducing effects caused by transmission channel error variation by applying error resilience adaptation to the streaming media.
2. The method of claim 1, wherein said error resilience adaptation comprises the use of a set of pre-defined error resilience levels to control streaming media transmission.
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3. The method of claim 2, wherein said error resilience levels are defined in accordance with targeted highest data loss rate or packet loss rate.
- 15 4. The method of claim 1, wherein transmission channel error variation is noticed as a change in data loss rate or packet loss rate experienced at the client side.
5. The method of claim 1, wherein the method comprises:
 - 20 sending, upon noticing a change in transmission channel condition, from the streaming client to the streaming server a request for error resilience adaptation;
 - receiving the request at the streaming server;
 - adapting, by the streaming server, the error resilience level of the streaming media in accordance with the request.
- 25 6. The method of claim 5, wherein said request is one of the following: a request for a specific error resilience level, an error resilience level increase request, an error resilience level decrease request.
- 30 7. The method of claim 1, wherein the streaming server receives from the client reports, such as RTCP reports (RTP Control Protocol (Real-Time Streaming Proto-

col)), indicative of transmission channel errors, and wherein the server decides on error resilience adaptation based on one or more of said reports.

8. The method of claim 1, wherein error resilience adaptation is performed during an ongoing streaming session established between the streaming client and the streaming server.
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9. The method of claim 1, wherein a media stream at the streaming server is associated with an error resilience value indicating an error resilience level.
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10. The method of claim 9, wherein said error resilience value is stored in a file format in which said media stream is stored.
11. The method of claim 1, wherein error resilience adaptation is performed by switching the streaming server from sending a first beforehand generated stream having a first error resilience level to sending a second beforehand generated stream having a second error resilience level, the second error resilience level differing from the first one.
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12. The method of claim 1, wherein error resilience adaptation is performed by a transcoding method which comprises transcoding a media stream having a first level of error resilience to form a media stream having a level of error resilience differing from said first level.
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13. The method of claim 1, wherein error resilience information is transferred between the streaming server and the streaming client.
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14. The method of claim 13, wherein, in a streaming session setup, information on available different error resilience level alternatives is communicated to the client.
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15. The method of claim 1, wherein the transmission channel is at least partially implemented via a mobile communications network.
- 5 16. The method of claim 15, wherein the streaming server has an IP connection (Internet Protocol) to an IP-based network which is configured to be coupled with the mobile communications network.
- 10 17. The method of claim 1, wherein said media to be streamed comprise at least one of the following: a video content, an audio content, a still image, graphics, text and speech.
18. A client device comprising:
 - receiving means for receiving streaming media sent from a streaming server to the client device via a transmission channel;
 - 15 detection means for detecting transmission channel errors; and
 - sending means for sending an error resilience adaptation request to the streaming server.
19. The client device of claim 18, wherein the client device is a mobile station of a cellular network.
- 20 20. A streaming server comprising:
 - sending means for sending streaming media to a streaming client via a transmission channel; and
 - 25 adaptation means for reducing effects caused by transmission channel error variation by applying error resilience adaptation to the streaming media.
21. A system comprising a streaming server, a transmission channel and a streaming client, wherein the system comprises:
 - 30 transmission means for transmitting streaming media from the streaming server to the streaming client via the transmission channel; and

adaptation means for reducing effects caused by transmission channel error variation by applying error resilience adaptation to the streaming media.

22. A computer program product executable in a client device, the computer program product comprising:

5 program code for controlling reception of streaming media sent from a streaming server to the client device via a transmission channel;

program code for detecting transmission channel errors; and

10 program code for controlling sending of an error resilience adaptation request to the streaming server.

23. A computer program product executable in a streaming server, the computer program product comprising:

15 program code for controlling sending of streaming media to a streaming client via a transmission channel; and

program code for controlling error resilience adaptation applied to the streaming media.